This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-25 (canceled).

26 (currently amended)     A gaming apparatus, comprising:

a housing;

a display unit that is capable of generating video images and mounted in the housing;

a touch-sensitive input device disposed overlaying a portion of the display unit;

a sensor disposed overlaying a portion of the touch-sensitive input device and having a field of view;

a value input device associated with the housing; and

a controller disposed in the housing and operatively coupled to said display unit, said touch-sensitive input device, said sensor and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to cause a first video image to be generated on said display unit, said first video image representing a game and including at least one user input area,

said controller being programmed to determine a value payout associated with an outcome of said game;

said controller being programmed to cause a second video image to be generated on said display unit, said second video image being larger than the field of view of the sensor, having a spatial relationship to the at least one user input area of the first video image and including a plurality of regions each having at least one unique characteristic relative to the other regions of the plurality of regions, the plurality of regions with at least one target region;

said controller being programmed to receive a signal from the sensor associated with the at least one unique characteristic of at least one of the plurality of regions <u>within the field of view of the sensor</u>; and

said controller being programmed, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, to alter the position of the first and second video images relative to the sensor.

27 (previously added).    The gaming apparatus according to claim 26, wherein the controller is programmed, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, to determine a sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the sensed region.

28 (previously added).    The gaming apparatus according to claim 27, wherein the controller is programmed, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, to determine a sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the sensed region and an expected relationship between the sensed region and the at least one target region.

29 (previously added).    The gaming apparatus according to claim 28, wherein:

the controller is programmed to receive another signal from the sensor associated with the at least one unique characteristic of at least one of the plurality of regions <u>within the field of view of the sensor</u>; and

the controller is programmed, if the another signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, to determine another sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the

another sensed region and an expected relationship between the sensed region, the another sensed region and the at least one target region.

30 (previously added). The gaming apparatus according to claim 29, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises a conditional tree structured rule.

31 (previously added). The gaming apparatus according to claim 30, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises a spiral reduction search rule.

32 (previously added). The gaming apparatus according to claim 29, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises an iterative adaptive rule.

33 (previously added). The gaming apparatus according to claim 32, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises an dynamic rule.

34 (previously added). The gaming apparatus according to claim 26, wherein the sensor comprises one or more charge coupled devices.

35 (previously added). The gaming apparatus according to claim 26, wherein the at least one unique characteristic is selected from the group consisting of intensity, color, hue and pattern.

36 (previously added). The gaming apparatus according to claim 26, wherein said controller is programmed to cause a first video image representing a game to be

generated on said display unit, said video image representing one of the following games: video poker, video blackjack, video slots, video keno and video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a plurality of keno numbers if said game comprises video keno, and

said video image comprising an image of a bingo grid if said game comprises video bingo.

37 (previously added).     The gaming apparatus according to claim 26, wherein the controller is programmed to cause a first video image to be generated on said display unit, said video image comprising a plurality of simulated slot machine reels of a slots game, each of said slot machine reels having a plurality of slot machine symbols.

38 (previously added).     A method comprising:

allowing a person to make a wager,

causing a first video image to be generated on a display unit, said first video image representing a game and including at least one user input area,

determining a value payout associated with an outcome of said game;

causing a second video image to be generated on said display unit, said second video image being larger that a field of view of a sensor, having a spatial relationship to the at least one user input area of the first video image and including a plurality of regions each having at least one unique characteristic relative to the other regions of the plurality of regions, the plurality of regions with at least one target region;

receiving a signal from a sensor associated with the at least one unique characteristic of at least one of the plurality of regions <u>within the field of view of the sensor</u>; and

altering the position of the first and second video images relative to the sensor, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region.

39 (previously added). The method according to claim 38, wherein, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, determining a sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the sensed region.

40 (previously added). The method according to claim 39, wherein, if the signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region, determining a sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the sensed region and an ~~expected~~ relationship between the sensed region and the at least one target region.

41 (previously added). The method according to claim 40, comprising:

receiving another signal from the sensor associated with the at least one unique characteristic of at least one of the plurality of regions <u>within the field of view of the sensor</u>; and

determining another sensed region of the plurality of regions associated with the signal received and to alter the position of the first and second images relative to the sensor according to the another sensed region and an expected relationship between the sensed region, the another sensed region and the at least one target region, if the another signal received from the sensor is not associated with the at least one unique characteristic of the at least one target region.

42 (previously added).        The method according to claim 41, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises a conditional tree structured rule.

43 (previously added).        The method according to claim 42, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises a spiral reduction search rule.

44 (previously added).        The method according to claim 41, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises an iterative adaptive rule.

45 (previously added).        The method according to claim 44, wherein the expected relationship between the sensed region, the another sensed region and the at least one target region comprises an dynamic rule.

46 (previously added).        The method according to claim 38, wherein the at least one unique characteristic is selected from the group consisting of intensity, color, hue and pattern.

47 (previously added).        The method according to claim 38, comprising causing a first video image representing a game to be generated on said display unit, said video image representing one of the following games:  video poker, video blackjack, video slots, video keno and video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a plurality of keno numbers if said game comprises video keno, and

said video image comprising an image of a bingo grid if said game comprises video bingo.

48 (previously added).    The method according to claim 38, comprising causing a first video image to be generated on said display unit, said video image comprising a plurality of simulated slot machine reels of a slots game, each of said slot machine reels having a plurality of slot machine symbols.